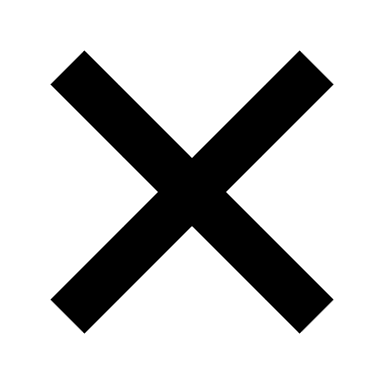
# Battleships – Battaglia navale

Place 2 subjects into each day on the timetable, at different times. For each subject, add a  to indicate that you are bad at the subject, or add a  to indicate you are good at the subject.

To begin the game, your opponent will name a day and a time, for example, lunedì alle nove.

If you **do not** have a subject on that day and at that time, you say Mancata! (‘Miss!’) and it is your turn to ask the question.

If you **do** have a subject at the time and on the day your opponent has guessed, you will say Colpita! (‘Hit!’). Your opponent then marks this day and time on their timetable, so they know where you have a subject. Your opponent must then guess the subject that you have on that day at that time by asking Hai[subject] lunedì alle nove?

If the guess is incorrect, you say Mancata! (‘Miss’!) and it is your turn to ask the question.

If the guess is correct, you say *C*olpita*!* (‘Hit!’). Your opponent then writes the subject you have at this day and time on their timetable, so they know the subject. Your opponent will then ask if you are good or not good at it, Sei bravo/a in [subject]? or Non sei bravo/a in [subject]?

If the guess is incorrect, you say Mancata! (‘Miss!’) and it is your turn to ask the question.

If the guess is correct, you will say Affondata! (‘Sunk!’). Your opponent can then have a guess at another day and time to search for another nave*.*

The first student to sink 3 of their opponent’s ships is the winner. Alternatively, when directed by the teacher, students add up their number of ‘hits’. The student with the highest number wins.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ora | lunedì | martedì | mercoledì | giovedì | venerdì |
| 9:00 |  |  |  |  |  |
| 10:00 |  |  |  |  |  |
| 11:00 |  |  |  |  |  |
| 12:00 | pausa | pausa | pausa | pausa | pausa |
| 1:30 |  |  |  |  |  |
| 2:30 |  |  |  |  |  |

## For the teacher

Remove this section before sharing this resource with students.

### Sample timetables

#### Student A

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ora | lunedì | martedì | mercoledì | giovedì | venerdì |
| 9:00 | inglese Tick symbol. |  | storia Tick symbol. |  |  |
| 10:00 |  | scienze Cross symbol. | italiano Tick symbol. |  | educazione fisica Tick symbol. |
| 11:00 | teatro Cross symbol. |  |  |  |  |
| 12:00 | pausa | pausa | pausa | pausa | pausa |
| 1:30 |  | matematica Tick symbol. |  | geografia Tick symbol. | arte Tick symbol. |
| 2:30 |  |  |  | musica Cross symbol. |  |

#### Student B

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ora | lunedì | martedì | mercoledì | giovedì | venerdì |
| 9:00 |  | teatro Tick symbol. |  | tecnologia Cross symbol. |  |
| 10:00 | italiano Cross symbol. |  | musica Tick symbol. |  | matematica Cross symbol. |
| 11:00 | storia Tick symbol. |  |  |  |  |
| 12:00 | pausa | pausa | pausa | pausa | pausa |
| 1:30 |  | inglese Tick symbol. | geografia Cross symbol. |  | latino Cross symbol. |
| 2:30 |  |  |  | educazione fizica Tick symbol. |  |

A sample conversation for these 2 students could be:

### Sample interaction

Student A: Lunedì alle dieci?

Student B: Colpita!

Student A: Hai inglese lunedì alle dieci?

Student B: Mancata! Martedì alle dieci?

Student A: Mancata! Hai italiano lunedì alle dieci?

Student B: Colpita!

Student A: Sei bravo/a in italiano?

Student B: Mancata! Martedì alle dieci?

Student A:Colpita!

Student B:Hai scienze martedì alle dieci?

Student A:Colpita!

Student B:Non sei bravo/a in scienze?

Student A:Affondata!

If the teacher ends the game at this point, Student B wins, with 3 ‘hits’ (and a sunken ship). Student A has accumulated 2 ‘hits’.

To shorten the game, limit the subjects students can choose from (for example, 5 or 6) or require students to only identify one or 2 details out of the subject, time, day and whether or not their partner is good at it to sink ‘la nave’.

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